



A classic education starts right here.



CHILDREN'S SOFTWARE™

Recommended age levels for Compu-Teach programs

Age:	Once Upon a Time ...	Once Upon a Time ... II	Joshua's reading machine	Stepping Stones I & II	See the U.S.A.
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13 & Up					

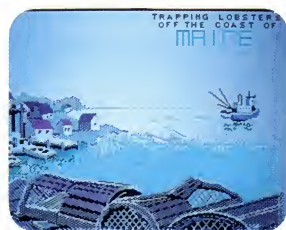
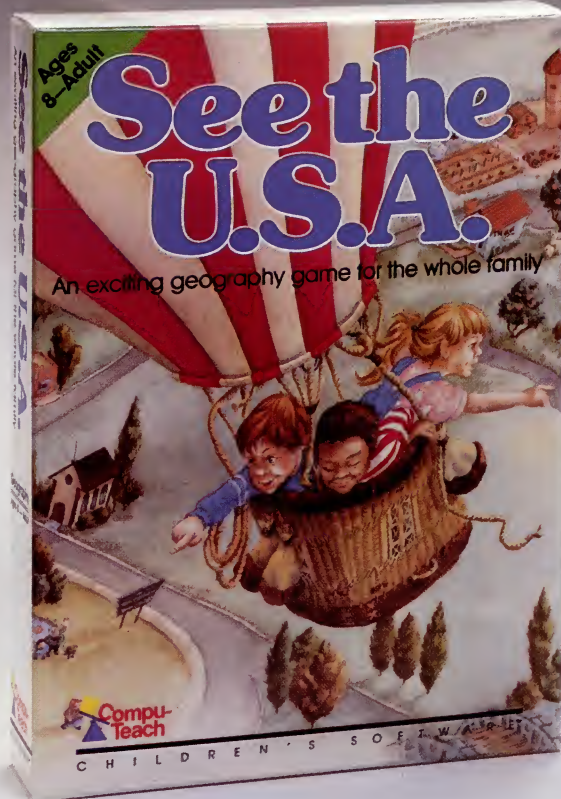
ATTENTION EDUCATORS!

Classroom Editions
Now Available

All Classroom Editions Include:
5 Sets of Program Disks
Instruction Manual
Scope and Sequence Charts

NETWORK VERSIONS NOW AVAILABLE

For Further Information Call:
1-800-44-TEACH
1-203-777-7738 (CT)



See the U.S.A.™

Take an imaginary drive across the U.S.A.! This exciting program creates a series of entertaining cross-country trips, challenging players to learn about states and capitals. The state-of-the-art quiz editor lends this program a unique advantage: players can create their own questions and customize hints and responses to test each other's knowledge of virtually any topic as they tour America. By creating almost limitless possibilities for fresh challenges, this feature insures long-term enjoyment. It's easy, entertaining, and highly educational. (Parents have fun with it, too.) A hundred colorful screens, created by graphics professionals who specialize in children's literature, add to the fun. A large wall map is included.

\$49.95

Apple II Series with at least 128K
IBM & MS-DOS Compatibles with at least 256K
IBM PS2 & Compatibles with at least 256K
Tandy® with at least 256K

Ages 8 +



Once Upon a Time™

Now children can design and publish their very own illustrated books with either of these interactive programs. With imagination as their only guide, learning the important concepts of story creation and illustration becomes fun and easy. In building their illustrations, children learn to deal with perspective and other spatial relationships. While writing their stories, vocabulary, reading and spelling skills are enhanced.

Once Upon a Time™ . . . features familiar objects associated with MAIN STREET, FARM and SAFARI. Once Upon a Time™ . . . II highlights UNDERWATER, DINOSAUR and FOREST subjects. These graphic images offer virtually limitless possibilities for new stories and illustrations. As children author books from one to hundreds of pages, they can either display them on screen or print them out. Both versions are simple enough for younger children, yet challenging enough for older ones.

\$39.95 (each)

Ages 6-12

Apple II Series with at least 64K
IBM & MS-DOS Compatibles with at least 256K
IBM PS2 & Compatibles with at least 256K
Apple Macintosh with at least 512K

Apple IIGS "Talking Version" with at least 512K (\$59.95)
Tandy® "Talking Version" with at least 256K (\$49.95)



Joshua's reading machine™

Joshua the giraffe introduces his exciting new reading machine with 37 MOTHER GOOSE RHYMES, CHILDREN'S SONGS and AESOP'S FABLES. Each section of Joshua's reading machine has nine separate levels for years of learning fun! Younger children use colorful graphics, music and easy-to-read text to develop word recognition skills by matching words and pictures. Older children develop vocabulary and sentence context skills while improving their reading comprehension.

\$39.95

Ages 4-7

Apple IIGS, IIC + with at least 128K
Apple II Series with at least 128K
IBM & MS-DOS Compatibles with at least 256K
IBM PS2 & Compatibles with at least 256K
Apple Macintosh with at least 512K
Tandy® with at least 256K

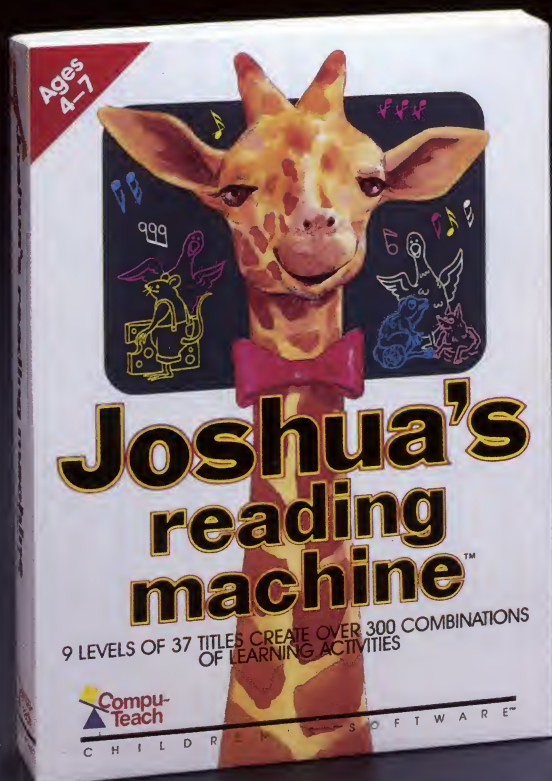
Stepping Stones™

An entertaining introduction to the fundamentals of reading, language and math. This new BONUS PACK contains six complete multilevel programs designed especially for the preschool and primary grade child. Colorful animated graphics and lively interaction make the basics easy to learn. From letter and number recognition through sentence construction and addition skills, these six programs combine fun with solid educational experiences. Stepping Stones will hold a child's interest for years as skills and confidence grow.

Ages 2-7

Bonus Pack: **\$49.95** (includes both Level I & II)

Apple IIGS, IIC + with at least 128K
Apple II Series with at least 64K
IBM & MS-DOS Compatibles with at least 256K
IBM PS2 & Compatibles with at least 256K
Apple Macintosh with at least 512K
Tandy® with at least 256K



Discover the World of Compu-Teach...



David J. Urban, *President*

"Compu-Teach designs and develops educational software for children to use in their home and at school. Each program design is based on early learning research carried out at Yale University and is extensively tested by children and educators prior to its release. Compu-Teach is committed to provide you with outstanding quality, excellent service and exceptional value. With each of our products your children will discover the excitement of learning.

Here are some suggestions when selecting educational software:

- An age range should be displayed on the package.
- Examine package information to assure yourself that the software content is consistent with your educational objective.
- Look for graphics, color, animation and music for added learning enjoyment.
- Focus on choosing multilevel, open-ended software for your children's growth and extended use.
- Seek out interactive software. This will enable your children to make choices with positive reinforcement while encouraging them to ask questions.

All of these qualities are found in Compu-Teach software so your children can realize the ultimate reward—the **magical discovery of learning.**"

Sincerely,

David J. Urban
President

AWARDS PRESENTED TO COMPU-TEACH SOFTWARE

- **S.P.A. Excellence in Software Nominations 1987, 1988**
- **Media & Methods Excellence in Education Awards 1988**
- **Parents Choice Foundation—Gold & Silver**
- **C.E.S. Software Showcase Awards 1988**
- **Rated ★★★★★—Elite Computing 1989**
- **MacUser Selections**



C H I L D R E N ' S O F T W A R E[™]
For information about Compu-Teach software, ask your dealer or call toll-free: 1-800-44-TEACH (CONNECTICUT: 203-777-7738)

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